

# Dragon Bone Fist

<https://jadepilled.github.io/souls-model-viewer/ds1/weapons.html?model=Dragon%20Bone%20Fist.glb>

<https://jadepilled.github.io/souls-model-viewer/ds1/stat-viewer/wepgen.html?item=Dragon%20Bone%20Fist>


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A weapon from the soul of the Iron Golem,  
guardian of Sen"s Fortress who repelled countless heroes who sought Anor Londo.  
  
The Gods fused the power of the soul with the great bones of the dragons,  
forming an appropriate core for the giant golem.

## Availability

Created by the Giant Blacksmith in Anor Londo using the Core of an Iron Golem, from a +10 Caestus or Claw for 5,000 Souls

## General Information

Image	Name	Damag e	Critical	Durabil ity	Weight	Stats Neede d Stat Bonuse s	Damag e Reduct ion %	Aux Effects	Stabilit y	Frampt Souls
	Dragon Bone Fist	95/0/0/ 0  (Strike)	100	999	8.0	20 <sup>1</sup> /0/0/0  A/-/-/-	0/0/0/0	0/0/-/-	0	5,000

## Move Set

+ Show Move Set - Hide Move Set

R1 — R1	Right hook punch into backhand blow.	
R2	Uppercut.	
Roll — R1	Backhand blow.	
Backstep or Run — R1	Running backhand blow.	
Forward + R1	Knee kick.	Same effect as a regular kick.
L1 (left hand)	Very fast straight punch.	Much lower damage.
L2 (left hand)	Parry.	

- Strong attack is a delayed jumping uppercut that drains high amount of stamina on block and can knock enemies down on hit. Grants Hyperarmor and Vulnerability for the duration spent off the ground.

# Upgrades

Requires Dragon Scale

120% STR scaling.

Name	Damage	Stat Bonuses	Dragon Scale	Souls
Dragon Bone Fist +0	95/0/0/0	A/-/-/-		
Dragon Bone Fist +1	104/0/0/0	A/-/-/-	1	5,000
Dragon Bone Fist +2	114/0/0/0	A/-/-/-	1	5,000
Dragon Bone Fist +3	123/0/0/0	A/-/-/-	2	5,000
Dragon Bone Fist +4	133/0/0/0	A/-/-/-	2	5,000
Dragon Bone Fist +5	142/0/0/0	S/-/-/-	4	5,000

# Key

<b>Damage:</b>	<p>The Damage stat dictates how much damage the weapon does. The Damage stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"> <li>• W is Physical Damage</li> <li>• X is Magical Damage</li> <li>• Y is Fire Damage</li> <li>• Z is Lightning Damage</li> </ul> <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none"> <li>• Normal</li> <li>• Striking</li> <li>• Slashing</li> <li>• Thrusting</li> </ul> <p>Certain enemies are weak or strong against different types of damage types.</p>
<b>Critical:</b>	<p>One of the multipliers (in percent) for the bonus damage on criticals, such as backstabs and ripostes.</p>
<b>Durability:</b>	<p>The health of the weapon. The effectiveness of the weapon will severely deteriorate when the durability falls below 30%.</p>
<b>Weight:</b>	<p>The weight of the weapon. Note that carrying over 50% of a character's Equip Burden will reduce the speed of their rolls, while going over 100% will reduce their regular speed to walking and attempts to roll or backstep will leave them momentarily stunned.</p>
<b>Stats Needed:</b>	<p>The Stats Needed determines how high various Stats must be in order to wield the weapon effectively. The Requirement stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"> <li>• W is the Strength required</li> <li>• X is the Dexterity required</li> <li>• Y is the Intelligence required</li> <li>• Z is the Faith required</li> </ul> <p>Wielding a weapon without the required Strength and/or Dexterity will incur a penalty to the Physical damage of the weapon, while lower-than-required Magic and/or Faith will reduce the Magic damage of the weapon.</p> <p>Also keep in mind that a character gains a 50% bonus to Strength by wielding a weapon with both hands, thus reducing the actual Strength required.</p> <p>For example, a character with 18 Strength can wield a Large Club (Requires 26 Strength) properly if the weapon is held with both hands.  <math>(18 \times 1.5 = 27)</math></p>
<b>Damage Reduction %:</b>	<p>The Damage Reduction stat dictates the percentage of damage reduced while blocking. The Damage Reduction stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"> <li>• W is the Physical Damage Reduction</li> <li>• X is the Magical Damage Reduction</li> <li>• Y is the Fire Damage Reduction</li> <li>• Z is the Lightning Damage Reduction</li> </ul>

<b>Stability:</b>	The stability of the weapon. The higher this value, the less stamina is consumed when blocking attacks.
<b>Frampt Souls:</b>	This is the amount of souls players will receive if they feed the item to Kingseeker Frampt.

## Footnotes

1. This weapon cannot be two-handed.

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